

Year 9 Term 1

Chapter	Emerging	Developing	Secure	Excelling
Whole numbers and decimals (Number)	<ul style="list-style-type: none"> • Add, subtract, multiply and divide integers. • Identify factors and multiples and test numbers for divisibility. Identify prime numbers. 	<ul style="list-style-type: none"> • Order, add and subtract negative numbers and decimals. • Multiply and divide by 10, 100, 0.1 and 0.01. • Use BIDMAS rules to do a calculation in the correct order. • Find lowest common multiples (LCM) and highest common factors (HCF). • Round whole numbers and decimals. 	<ul style="list-style-type: none"> • Recognise and use cube and square numbers, cube roots and square roots. • Write a number as the product of its prime factors. • Round numbers to a given number of significant figures. 	<ul style="list-style-type: none"> • Use trial-and-improvement to find square and cube roots. • Multiply and divide numbers written in index form. • Use prime factors to find HCF and LCM of pairs of numbers. • Find upper and lower bounds of a calculation or measurement.
Measures, perimeter and area (Geometry and measures)	<ul style="list-style-type: none"> • Use, read and write standard metric units. • Calculate the perimeter and area of a rectangle and shapes made from rectangles. 	<ul style="list-style-type: none"> • Convert one metric unit to another. • Calculate the area of a triangle, parallelogram and trapezium. • Know the names of parts of a circle. • Read and interpret scales on a range of measuring instruments. 	<ul style="list-style-type: none"> • Convert between metric and imperial units. • Calculate the perimeter and area of 2D shapes. • Recognise and use common compound measures. • Use appropriate metric units to measure length, mass, capacity and area. 	<ul style="list-style-type: none"> • Understand whether a formula represents a length, area or volume. • Use pi to calculate the circumference of a circle. • Calculate the area of a circle. • Understand and use compound measures for speed, density and pressure.
Expressions and formulae (Algebra)	<ul style="list-style-type: none"> • Use symbols to make simple expressions. 	<ul style="list-style-type: none"> • Simplify expressions by collecting like terms. • Recognise and write formulae. • Expand single brackets. 	<ul style="list-style-type: none"> • Multiply and divide algebraic terms. • Substitute values into formulae or simple algebraic expressions. • Factorise an expression by taking out a common factor. 	<ul style="list-style-type: none"> • Add and subtract simple algebraic fractions. • Change the subject of a formula. • Use index notation (including negative indices) and basic index laws.

<p>Fractions, decimals and percentages</p> <p>(Number)</p>	<ul style="list-style-type: none"> ●Simplify equivalent fractions. ●Add and subtract fractions with same denominator. ●Find a fraction of a quantity. ●Multiply and divide integers by a fraction. 	<ul style="list-style-type: none"> ●Understand, compare and order decimals. ●Order fractions ●Express one number as a fraction of another. 	<ul style="list-style-type: none"> ●Express one number as a percentage of another. ●Convert between percentages, decimals and fractions and order them. ●Add and subtract fractions with different denominators. ●Calculate percentages of an amount and percentage changes. 	<ul style="list-style-type: none"> ●Add and subtract mixed numbers. ●Multiply and divide fractions. ●Calculate an original amount from the result of a percentage change. ●Calculate a percentage increase or a percentage decrease. ●Calculate a repeated percentage increase and decrease.
<p>Angles and 2D shapes</p> <p>(Geometry and measures)</p>	<ul style="list-style-type: none"> ●Use the sum of angles at a point and on a straight line to solve problems. ●Recognise vertically opposite angles. ●Classify triangles and quadrilaterals. ●Use the facts about angles in triangles to solve problems. 	<ul style="list-style-type: none"> ●Work with angles at a point and on a line. ●Work with angles in a triangle. ●Work with angles on parallel and intersecting lines. ●Recognise parallel and perpendicular lines. 	<ul style="list-style-type: none"> ●Reason geometrically using the properties of angles at a point, on a line and intersecting and parallel lines. ●Recognise quadrilaterals and know their properties. ●Know and use some properties of polygons. ●Recognise congruent shapes. ●Identify and use congruent shapes. 	<ul style="list-style-type: none"> ●Recognise the different types of triangles and quadrilaterals and use their properties. ●Recognise the different types of polygons and calculate interior and exterior angles for regular polygons. ●Use the properties of a circle to calculate angles. ●Calculate an arc length and sector area of a circle.
<p>Graphs</p> <p>(Algebra)</p>	<ul style="list-style-type: none"> ●Read and plot coordinates in all four quadrants. ●Use a table of values to draw a straight-line graph. ●Identify the equations of, and draw horizontal and vertical graphs. ●Use real-life graphs and conversion graphs. 	<ul style="list-style-type: none"> ●Draw a straight-line graph of a function. ●Interpret and draw real-life graphs. ●Create and use formulae. ●Plot and interpret time series graphs. ●Recognise the equations of sloping lines and lines parallel to the axes. 	<ul style="list-style-type: none"> ●Plot the graph of a linear function. ●Find the midpoint of a pair of coordinates. ●Relate gradient and y intercept to the general equation $y = mx + c$. ●Plot graphs of linear functions and find gradients. ●Find the equation of straight-line graphs. ●Plot and interpret distance-time graphs. 	<ul style="list-style-type: none"> ●Use the equation of a straight line. ●Plot the graph of an implicit function. ●Read and interpret exponential and reciprocal graphs. ●Recognise and plot graphs of simple quadratic functions. ●Recognise and plot graphs of cubic functions.

Year 9 Term 2

Chapter	Emerging	Developing	Secure	Excelling
Mental Calculations (Number)	<ul style="list-style-type: none"> •Use the order of operations, including brackets. •Use mental methods to add, subtract, multiply and divide. •Solve problems using addition, subtraction, multiplication and division. •Use long multiplication. •Multiply decimals by a single digit number. 	<ul style="list-style-type: none"> •Round to the nearest whole number, 10, 100 and 1000. •Round to a given decimal place. •Use rounding to estimate and approximate. •Use a calculator to interpret the remainder in a division calculation. •Use short and long division. 	<ul style="list-style-type: none"> •Use the rules of arithmetic with negative numbers. •Multiply and divide a number by 10, 100 and 1000, and 0.1 and 0.01. •Solve problems using mental strategies by breaking the problems down into smaller steps. •Use the function keys on a calculator and interpret the display. 	<ul style="list-style-type: none"> •Calculate with positive and negative powers of ten. •Use standard written methods for addition and subtraction with whole numbers and decimals. •Use a range of mental and written strategies for decimal calculations.
Statistics (Statistics and probability)	<ul style="list-style-type: none"> •Plan a survey and collect data. •Use frequency tables. •Construct bar charts. 	<ul style="list-style-type: none"> •Construct pie charts. •Construct frequency diagrams (including grouped data). •Find the mean, mode, median and range of a list of numbers. 	<ul style="list-style-type: none"> •Calculate averages, including from a frequency tables. •Construct scatter diagrams and understand correlation. •Draw and interpret stem and leaf diagrams. •Estimate averages from grouped tables •Make comparisons between sets of data. •Plot and analyse time-series graphs. 	<ul style="list-style-type: none"> •Create and interpret a grouped frequency table. •Compare distributions •Draw a frequency polygon. •Find the trends using moving averages. •Draw and use a cumulative frequency graph. •Use box plots to make comparisons between data sets.
Transformations and symmetry (Geometry and measures)	<ul style="list-style-type: none"> •Rotate shapes on a square grid through different angles. •Recognise reflection and rotational symmetry of 2D shapes. •Use vectors to translate shapes in any direction. •Translate shapes. 	<ul style="list-style-type: none"> •Make tessellating patterns. •Reflect, rotate and translate 2D shapes. •Enlarge shapes using whole number and fractional scale factors. 	<ul style="list-style-type: none"> •Recognise reflection and rotation symmetry. Carry out and specify rotations, reflections and translations. •Enlarge a 2D shape using a given centre of enlargement. •Use and interpret maps and scale drawings. •Use bearings to specify direction. 	<ul style="list-style-type: none"> •Carry out and specify rotations, reflections and translations. •Carry out combinations of transformations. •Enlarge 2D shapes using positive and negative scale factors. •Calculate unknown lengths in similar shapes.

Equations (Algebra)	<ul style="list-style-type: none"> •Solve one-step equations using inverses and balancing. •Form and solve equations from word problems. •Understand what an equation is. 	<ul style="list-style-type: none"> •Make equations from real situations. •Solve real life equations. •Solve two-step equations. •Solve equations including with bracket and fractions 	<ul style="list-style-type: none"> •Solve multi-step equations including with the unknowns on both sides. •Use trial and improvement to solve equations •Find approximate solutions to equations using trial and improvement. •Solve linear equations with brackets and algebraic fractions. 	<ul style="list-style-type: none"> •Solve linear equations that involve negative numbers. •Solve linear inequalities with one variable. •Solve simultaneous equations by elimination. •Solve simultaneous equations by drawing graphs.
Written and calculator methods (Number)	<ul style="list-style-type: none"> •Use the column method to add and subtract whole numbers and decimals. •Use the standard method to multiply whole numbers. •Use long and short division. •Identify and understand square numbers. •Multiply and divide numbers by powers of 10. 	<ul style="list-style-type: none"> •Use the order of operations. •Simplify expressions using indices. •Write numbers in standard form. •Find square and cube roots. 	<ul style="list-style-type: none"> •Use mental methods for multiplication and division. •Solve problems using standard methods for addition, subtraction, multiplication and division. •Simplify surds. •Convert to and from standard index form. •Write numbers in standard form 	<ul style="list-style-type: none"> •Use a calculator to calculate with powers, roots, brackets and fractions. •Calculate with standard form. •Know and use the index laws. •Know and use rules for surds. •Use index notation for square and cube roots.
Constructions (Geometry and measures)	<ul style="list-style-type: none"> •Measure and draw lines and angles accurately. •Construct a triangle given two angles and the side between them (ASA). •Construct a triangle given two sides and the angle between them (SAS). •Construct a triangle given three sides (SSS). 	<ul style="list-style-type: none"> •Construct angle bisectors, perpendicular bisectors and perpendicular lines. •Draw and use scale drawings to represent real-life objects. •Construct ASA, SAS, SSS and RHS triangles. 	<ul style="list-style-type: none"> •Describe the locus of a point and draw it accurately. •Interpret scale drawings and maps using ratios. •Construct the perpendicular from a point on a line and the perpendicular from a point to a line. •Use three figure bearings. 	<ul style="list-style-type: none"> •Draw the locus of a point from a give rule. •Understand and use Pythagoras' theorem. •Use Pythagoras' theorem in real-life contexts.

Year 9 Term 3

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Sequences (Algebra)	<ul style="list-style-type: none"> Find and use rules that describe sequences of numbers. Use position-to-term rules to generate sequences. 	<ul style="list-style-type: none"> Find and use the term-to-term rule in a sequence. Understand the connection between triangular numbers and square numbers. Use sequences to solve real life problems. 	<ul style="list-style-type: none"> Find and use nth term. Describe a sequence using a recursive formula. Recognise and describe geometric sequences. 	<ul style="list-style-type: none"> Generate sequences using a recursive formula. Explore the long-term behaviour of a sequence defined recursively. Find a position-to-term (nth) rule for a quadratic sequence.
Ratio and proportion (Ratio and proportion)	<ul style="list-style-type: none"> Simplify equivalent ratios. Use multipliers to solve ratio and proportion problems. Express an amount as a percentage of another amount. 	<ul style="list-style-type: none"> Compare simple proportions by converting to percentages. Solve problems that involve direct proportion. Divide quantities in a given ratio. Calculate percentage increase and decreases. 	<ul style="list-style-type: none"> Use percentages to compare more complex proportions. Describe proportion using fraction notation. Calculate fractional change. 	<ul style="list-style-type: none"> Solve problems involving ratio. Solve problems using direct proportion and scale factors. Interpret maps and scale drawings. Solve problems involving proportional reasoning, including financial problems.
3D shapes (Geometry and measures)	<ul style="list-style-type: none"> Recognise and name 3D shapes. Use isometric drawings to visualise 3D shapes. Use nets of 3D shapes. Classify 3D shapes and draw 2D representations. 	<ul style="list-style-type: none"> Find the volume of a 3D shape by counting cubes. Find the volume of shapes made from cuboids. Draw the plans and elevations of a 3D shape. Identify planes of symmetry. 	<ul style="list-style-type: none"> Calculate the surface area and volume of cuboids. Calculate the volume of prisms. Calculate the surface area of a prism. 	<ul style="list-style-type: none"> Use Pythagoras' theorem in three dimensions. Use sine, cosine and tangent to find lengths and angles in right angled triangles. Use trigonometry in calculations with bearings.
Probability (Statistics and probability)	<ul style="list-style-type: none"> Understand and use the probability scale from 0 to 1. Use vocabulary to describe the likelihood of events. Find probabilities based on equally likely outcomes. Find the probabilities for mutually exclusive events. 	<ul style="list-style-type: none"> Use diagrams and tables to record mutually exclusive outcomes. Estimate probabilities by collecting data from an experiment. Calculate the probability that an event does not occur from the probability that it does occur. Use experiments to estimate probabilities. Systematically list the outcomes for combined events. 	<ul style="list-style-type: none"> Compare experimental probabilities with theoretical probabilities. Use a tree diagram to list outcomes and calculate probabilities. Analyse the frequency of outcomes of simple probability experiments. Enumerate sets using Venn diagrams. Evaluate uncertainty and risk in real situations 	<ul style="list-style-type: none"> Identify mutually exclusive events and calculate their probabilities. Estimate probabilities using experiments and compare the results to theoretical models. Use random numbers to simulate real world data. Use Venn diagrams to calculate probabilities. Identify and calculate probabilities for independent events.